

ARTICLE V : SCHEDULING PROCEDURES

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Section 1 : Schedule Breakdown

1.1 : NFL Schedule

A VFL Season consists of 7 total weeks:

- 4 weeks for the regular season with 9 games per week.
- 3 weeks for the playoffs with 7 games played per week.

Each VFL season is followed by an offseason of approximately 4-5 weeks, to finalize the previous season and manage preparation for the next. During this time staff and management will be handling necessary tasks, while players and management are provided the opportunity to scout. AFL season's will always correlate with the NFL season.

1.2 : NFL Games

NFL games take place at 8 PM, 9 PM and 10 PM **eastern standard time (EST)**. There are 9 games scheduled each week, with exceptions for reschedules, replays, and playoffs. A player from each line must stream their game, The stream must be saved for review in case any altercation or complaint comes up for review. and must be presented upon Staffs request

The daily times for NFL games during the regular season are:

Sunday: 8, 9 and 10 PM (EST)
Monday: 9 and 10 PM (EST)
Tuesday: 9 and 10 PM (EST)
Wednesday: 9 and 10 PM (EST)
Thursday: No scheduled games (Replays)
Friday: No scheduled games
Saturday: No scheduled games

The daily times for NFL games during the playoffs are :

Sunday

- Game 1 : 9 PM (EST)
- Game 2: 10 PM (EST)

Monday

- Game 3 : 9 PM (EST)
- Game 4 : 10 PM (EST)

Tuesday

- *Game 5: 9 PM (EST)
- *Game 6: 10 PM (EST)

Wednesday

- *Game 7: 9 PM (EST)

**If necessary*

1.2.1 AFL Games

AFL games take place at 9 PM and 10 PM **eastern standard time (EST)**. There are 6 games scheduled each week, with exceptions for reschedules, replays, and playoffs.

The daily times for AFL games during the regular season are:

Sunday: 9 & 10 PM (EST)

Monday: 9 & 10 (EST)

Tuesday: 9 & 10 (EST)

Wednesday: no scheduled games (Replays)

Thursday: No scheduled games (Replays)

Friday: No scheduled games

Saturday: No scheduled games

The daily times for AFL games during the playoffs are :

Sunday

- Game 1 : 9 PM (EST)
- Game 2: 10 PM (EST)

Monday

- Game 3 : 9 PM (EST)

Tuesday

- *Game 4: 9 PM (EST)

Wednesday

- *Game 5: 9 PM (EST)

**If necessary*

Section 2 : Weekly Scheduling Rules

2.1 : Posting Lines

Posting lines correctly and on time is an important part of management's duties. Procedures for doing this are in place in order to make it easy and efficient for your players and opponents to identify your lineups. Failure to meet standards or deadlines for scheduling procedures could result in suspensions and penalties to management. NFL and AFL lines are the owner's responsibility unless an AFL GM has been assigned. Failure to comply with these standards will result in the following penalties for each Manager.

First occurrence = 1 game suspension

Second occurrence = 1 week suspension (3 Games missed)

Third occurrence = Removal from management, season suspension and won't be permitted to accept a management position for at least 2 seasons.

2.2 : Lines Procedures

Management is required to have their lines formatted and posted, according to restrictions and procedures, no later than 12:00 PM EST Sunday afternoon. A submission time stamp of 12:01 PM EST or later on the line's thread is considered late.

Each week's lines are to be created in a new thread and never edited again. Editing your lines after the post date could result in a suspension.

2.2.1 : Format

Guidelines will be provided in a pinned message at the top of each line section. There will be an example in the thread that will be available to copy and paste. This is to make lines easy to read, track, and organize. They may not edit the original thread, but post underneath any changes during the week. A player from each line must stream their game, The stream must be saved for review in case any altercation or complaint comes up for review. and must be presented upon Staffs request

Format below:

League (NFL or AFL) Team Name (Chargers)

**DC = Defensive Coordinator*

Line 1

Gamertag - Positions (QB/DL)

Gamertag - Positions (QB/DL) *DC

Gamertag - Positions (QB/DL)

Stream: Link

Line 2

Gamertag - Positions (QB/DL) *DC

Gamertag - Positions (QB/DL)

Gamertag - Positions (QB/DL)

Stream: Link

Line 3

Gamertag - Positions (QB/DL)

Gamertag - Positions (QB/DL)

Gamertag - Positions (QB/DL) *DC

Stream: Link

Sunday

8 PM Vs Team Name - Line
9 PM Vs Team Name - Line
10 PM Vs Team Name - Line

Monday

9 PM Vs Team Name - Line
10 PM Vs Team Name - Line

Tuesday

9 PM Vs Team Name - Line
10 PM Vs Team Name - Line

Wednesday

9 PM Vs Team Name - Line
10 PM Vs Team Name - Line

2.2.2 : VoDs

Whoever streams the game but save the VoD for review if needed, failure to save the VoDs can be met with a strike

2.2.3 : Scheduling Restrictions

Players must be scheduled according to their availability and their right to 3 games per week.

2.2.4 : Editing Lines

Do **NOT EDIT** any posts in your lines thread, make any necessary corrections in the form of a new post.

Once lines have been submitted, they may not be edited. Any line changes are to be made in a new post within that channel. Your current lineup, as well as any corrections, are to be submitted prior to the relevant game starting. Last minute corrections should be made by management when possible, but can be made by any player on your team as long as management verifies that change within 24 hours.

To edit a lineup, copy/paste the original lineup for the game in question, make the changes necessary to that lineup, and then submit it in a new post.

2.2.5 : Substitutions

When using an ECU (Emergency Call Up) player, create a new post. Include the date and time of the game, the player being replaced, and the player being used. This should be done by

management when possible, but can be done by any player on your team, if management quotes and verifies that post within 24 hours.

2.2.6 : Reschedules

Both owners must notify the BOG in charge of schedule about a reschedule otherwise it will not be upheld and both teams will receive a Loss

Section 3 : Game Night Procedures

3.1 : Game Setup

From the main menu:

- XBox Live > Superstar KO > NFL >
- Create a short password and provide it to the other team

Please stream during the matchmaking process so teams can check if you are red screening or stalling.

Every game is to be streamed on Twitch.com and saved by a member of each team. Each team must save their VODS (Video on demand) for at least 48 hours following the game to allow staff the ability to double check the stats recorded. Failure to do so will result in a strike. If you accumulate 3 strikes you will be subject to punishment from the league staff.

3.2 : Game Times

Your team is expected to be organized and prepared to play 15 minutes prior to game time. If you do not have your full lineup, as scheduled, at that point in time, it is your responsibility to contact the other team and a staff member immediately. Request extra time if you are missing a player(s) and need to prepare a substitute.

You will then have an additional 10 minutes to gather a full lineup and correct your lines on the forum.

-15 Minute Mark: Verify your lineup is accounted for. Request additional time if it is not.

-10 Minute Mark: The home team is expected to provide the password

-5 Minute Mark: Both teams should be streaming and attempting to search.

0 Minute Mark: If additional time was not requested, the game should be started.

+5 Minute Mark: Unless there was an error, the game should now start.

+10 Minute Mark: If additional time was requested, the game should be started.

+15 Minute Mark: If there was an error or host change, the game should now start.

If a team is unable to produce a full lineup, in the lobby, and ready to play, at the +5 minute mark, (or +15 minute mark if additional time was requested), that team forfeits. This is not at the discretion of either team, this is at the discretion of the league. The league does not want forfeits to occur, but they are the only effective deterrent and method of identifying which teams are not operating according to the procedures.

If either team feels the forfeit should not be enforced, they may file a complaint with the BOG. The BOG may make a ruling for a replay if sufficient evidence can be found that the forfeit should not have been enforced.

3.3 : Connection Issues

3.3.1 : EA Servers down

If the EA servers are down, staff will conduct an emergency meeting to decide the next course of action. If you experience any server issues that will affect the VFL please contact a BOG and report the issue.

3.3.2 : Player Loses Connection

When a player loses connection, the following procedures will be followed:

- The stats are taken at half time
- The second half is started with the player that lost connection. (If a player loses connection in the second half the game must be finished without said player.)
- All scores and coin toss results remain the same prior to restart

3.3.3 : Restarting a Game

The procedures for restarting a game are when the game lags or freezes out at any point, which is a replay on Thursday at 9 PM EST according to all replay procedures.

Section 4 : Playoff Adjustments

In order to account for restrictions and scheduling for playoffs, the procedures and rules must be adjusted. The playoff rules will be ratified and released prior to the playoffs by league staff. **If no new changes are needed this will be the format**

4.1 Posting Lines

Lines need to be sent to the corresponding BOG one hour before the scheduled game start time (ex: 8pm for the 9pm or 9pm for the 10pm)

Format:

QB/ DL xxxxxx

RB/ LB xxxxxx (DC)

WR/ DB xxxxxx

ESUB: xxxxxx

(Emergency Sub if used counts as a game played for said player and not for the person they are substituting for. Can not play over their allotted GP for the series. Players are still tied into their Position Lock rules)

4.2 Forfeits

To attempt to get a forfeit the Owner or GM must file a ticket with evidence, BOGs will vote. We want NO forfeits during playoffs but depending on situations we will either force a reschedule or approve the forfeit